

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L6	7	(bound\$4 with (box or spher\$4 or polygon\$4 or polyhedr\$4)) same (model\$4 or mesh or tessellat\$4 or tesellat\$4 or tesselat\$4 or subdiv\$4) same ((intersect\$4 with (order\$4 or rank\$4 or sequen\$4 or sequent\$4 or list\$4)) same ((line or ray) with (model or mesh or primitiv\$4 or polygon\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L7	117	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide) with (ray or line))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L8	197	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L9	51	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (occlud\$4 or occlus\$4 or hidden or hide)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L15	12	((JEROME) near2 (MAILLOT)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2007/10/25 11:09
L17	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2007/10/25 11:15
L19	11	((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)).clm.	US-PGPUB	OR	ON	2007/10/25 11:17
L23	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:18
L24	0	((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L25	0	((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19

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L26	0	((((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L27	0	((((tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((intersect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L28	3	((intersect\$4 or penetrat\$4 or hit or touch\$4) with (ray or line or path)) same (mesh or polygon\$4 or object or shape or lattice) same (bound\$4) same ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) with (mesh or polygon\$4 or object or shape or lattice)) same ((inner or interio\$4 or inset or insid\$4) with bound\$4) same ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L29	591	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/10/25 11:22
L30	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide) with (ray or line)) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L31	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) same ((move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with (ray or line)) same ((occlud\$4 or occlus\$4 or hidden or hide) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L32	1	((intersect\$4 or penetrat\$4 or hit) with (ray or line)) with (move or movement\$4 or moving or translat\$4 or rotat\$4 or displacem\$4) with ((occlud\$4 or occlus\$4 or hidden or hide) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22
L33	3	(bound\$4 with (box or spher\$4 or polygon\$4 or polyhedr\$4)) same (model\$4 or mesh or tessellat\$4 or tesellat\$4 or tesselat\$4 or subdiv\$4) same ((intersect\$4) with (order\$4 or rank\$4 or sequen\$4 or sequent\$4 or list\$4)) same ((line or ray) with (model or mesh or primitiv\$4 or polygon\$4)) and 29	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/25 11:22

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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L23	0	(((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:27
L24	0	(((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L25	0	(((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L26	0	(((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull)).clm.	US-PGPUB	OR	ON	2007/10/25 11:19
L27	0	(((tessellat\$4 or subdivis\$4 or subdivid\$4 or tesellat\$4) with (link\$4 or connect\$4)) and ((inner or interio\$4 or inset or insid\$4) and bound\$4) and ((outer or exteri\$4 or extern\$4 or outsid\$4) with bound\$4) and (convex with hull) and ((insterect\$4 or penetrat\$4 or hit or touch\$4) and (ray or line or path)) and (mesh or polygon\$4 or object or shape or lattice) and (bound\$4) and (local with neighbor) and ((tight\$4 or constrain\$4 or wrap\$4 or cover\$4) and (mesh or polygon\$4 or object or shape or lattice))).clm.	US-PGPUB	OR	ON	2007/10/25 11:20
L29	591	(345/423).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/10/25 11:22
L34	0	23 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L35	0	24 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L36	0	25 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L37	0	26 and 29	US-PGPUB	OR	ON	2007/10/25 11:27
L38	0	27 and 29	US-PGPUB	OR	ON	2007/10/25 11:27